

IN THE SPECIFICATION:

Please amend Page 7, line 11, by replace the term "vertice" to "vertex".

A2
Stated another way, the application stores the source image as a bit map image, or the operating system stores the image as a bit map image. The driver 12 calculates the vertices of the rotated destination area and provides the texture coordinates for each calculated ~~vertice~~ vertex and sends them to the 3D engine. The 3D rendering engine then maps the source image into rotated destination area using the bit map as a texture. The 3D rendering engine stores the rotated image into the display memory from which it is displayed by a display engine, as known in the art.